

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an event associated with said primary game;
a target set in said secondary game including a plurality of player selectable symbols, displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;
a symbol selector in communication with said processor;
at least one relationship indicator controlled by said processor which identifies a relationship in said secondary game between said target symbol and the symbols selected by said player using said symbol selector; and
an award based, at least in part, on the target symbol in said secondary game, whereby the award is provided to the player after the player picks said target symbol in said secondary game.

Claim 2 (original): The gaming device of Claim 1, wherein said symbol selector includes a plurality of buttons, each of said buttons corresponding to each of said player selectable symbols in said target set.

Claim 3 (original): The gaming device of Claim 1, wherein said symbol selector includes a touch screen connected to the display device.

Claim 4 (original): The gaming device of Claim 1, wherein said relationship indicator is displayed by the display device.

Claim 5 (original): The gaming device of Claim 1, which includes a plurality of relationship indicators which identify a relationship between said target symbol and the symbols selected by said player using said symbol selector.

Claim 6 (original): The gaming device of Claim 1, which includes a predetermined number of picks, wherein a player selects symbols until the player picks the target symbol in the target set or there are no picks remaining.

Claim 7 (original): The gaming device of Claim 6, wherein the award includes an additional value if the player has picks remaining after the player selects the target symbol in the target set.

Claim 8 (original): The gaming device of Claim 1, wherein the award is based on the value of the selected target symbol.

Claim 9 (original): The gaming device of Claim 8, wherein the award equals the value of the selected target symbol.

Claim 10 (original): The gaming device of Claim 1, which includes a plurality of target sets.

Claim 11 (original): The gaming device of Claim 10, wherein the award is based on the target symbols selected by the player in each of said target sets.

Claim 12 (original): The gaming device of Claim 10, wherein the awards associated with each target symbol selected by the player are combined by the processor to provide a combined award for the player.

Claim 13 (original): The gaming device of Claim 12, wherein the combined award is based on the order of each award associated with each target symbol.

Claim 14 (original): The gaming device of Claim 12, wherein each of said awards equals the value of said corresponding target symbol from said target sets.

Claim 15 (currently amended): The gaming device of Claim 1, ~~which includes~~ wherein each of the symbols is associated with a probability of being designated as a target symbol in said target set ~~selected associated with each symbol in said target set.~~

Claim 16 (currently amended): The gaming device of Claim 15 4, wherein the probability of being designated ~~being selected associated~~ with one of the symbols in said target set is greater than the probability of being designated associated ~~being selected associated~~ with another of said symbols in the target set.

Claim 17 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor;
a secondary game triggered upon an event associated with said primary game;
a number of picks in said secondary game;
a target set displayed to said player in said secondary game including a plurality of symbols, which are each associated with a value wherein at least one of said symbols is randomly designated as a target symbol by said processor;
a target symbol indicator in said secondary game which identifies the relationship of said target symbol to each symbol selected by a player;
a symbol selector in communication with said processor, which enables the player to pick symbols in said secondary game until the player picks the target symbol or until there are no picks remaining; and
an award based on the target symbol, whereby the award is provided to the player after the player picks said target symbol.

Claim 18 (original): The gaming device of Claim 17, which includes a plurality of different numbers of picks and a probability of being selected associated with each different number of picks.

Claim 19 (original): The gaming device of Claim 18, wherein the probability of being selected associated with one of the number of picks is greater than the probability of being selected associated with another number of picks.

Claim 20 (original): The gaming device of Claim 17, wherein the award includes an additional value if the player has picks remaining after the player selects the target symbol in the target set.

Claim 21 (original): The gaming device of Claim 17, which includes a plurality of target sets.

Claim 22 (original): The gaming device of Claim 21, wherein the award is based on the target symbols selected by the player in each of said target sets using all of the number of picks.

Claim 23 (original): The gaming device of Claim 21, wherein the awards associated with each target symbol selected by the player are combined by the processor to provide a combined award for the player.

Claim 24 (original): The gaming device of Claim 23, wherein the combined award is based on an order of selection of each target symbol.

Claim 25 (currently amended): The gaming device of Claim 17, wherein each symbol is associated with a ~~which includes a~~ probability of being selected ~~designated as a target symbol~~ associated with each symbol in said target set.

Claim 26 (currently amended): The gaming device of Claim 25, wherein the probability of being designated ~~selected~~ associated with one of the symbols in said target set is greater than the probability of being designated ~~of selected~~ associated with another of said symbols in the target set.

Claim 27 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player
a display device;
a processor;
a secondary game triggered upon an event associated with said primary game;
a plurality of target sets displayed to a player in said secondary game including a plurality of player selectable symbols, wherein at least one of said symbols in each target set is designated as a target symbol for that target set by said processor, a symbol selector in communication with said processor;
at least one relationship indicator in said secondary game controlled by said processor which identifies a relationship in each target set between said target symbol in said target set and the symbols selected by said player in each target set using said symbol selector; and
a combined award based on the target symbols in the target sets selected by the player in said secondary game.

Claim 28 (original): The gaming device of Claim 27, wherein the combined award is based on the order of the target symbols selected by the player.

Claim 29 (original): The gaming device of Claim 27, which includes a number of picks provided to the player by said processor, wherein the player picks symbols in the target sets until the player picks all of said target symbols or until there are no picks remaining.

Claim 30 (original): The gaming device of Claim 29, wherein the number of picks is predetermined.

Claim 31 (original): The gaming device of Claim 29, wherein the number of picks is randomly determined.

Claim 32 (original): The gaming device of Claim 29, which includes an additional award to a player for obtaining all of said target symbols in the target sets.

Claim 33 (currently amended): A gaming device comprising:
a base game operable upon a wager by a player;
a display device;
a processor;
a bonus game triggered upon an event associated with said base game;
a target set displayed to a player in said bonus game which includes ~~including~~ a plurality of numbers, wherein at least one of said numbers is randomly designated as a target number by said processor;
a number selector in communication with said processor; and
a relationship indicator, in said bonus game, controlled by said processor which identifies the relationship between a target number and the numbers picked by the player in said bonus game using the number selector wherein the player picks the numbers in the target set until the player picks the target number.

Claim 34 (original): The gaming device of Claim 33, wherein the relationship indicator indicates whether the target number is higher, lower, one away from, next to or equal to the numbers selected by the player in the target set.

Claim 35 (original): The gaming device of Claim 33, which includes an award provided to the player wherein the award is based on at least one of the group consisting of: the number of target symbols selected by the player, the number of target sets selected by the player, the number of picks used by the player to select the target symbols, and the number of picks remaining from a predetermined plurality of picks.

Claim 36 (currently amended): The gaming device of Claim 33, which includes a probability of being designated as a target number ~~selected~~ associated with each number in said target set.

Claim 37 (currently amended): The gaming device of Claim 36, wherein the probability of being designated ~~selected~~ associated with one of the symbols in said target set is greater than the probability of being designated ~~selected~~ associated with another of said symbols in the target set.

Claim 38 (currently amended): The gaming device of Claim 36, wherein each ~~symbol~~ the probabilities associated with each number the ~~in a target set~~ has an equal probability ~~the probabilities of each symbol in a target set~~ of being designated as a target number ~~selected~~ ~~are equal~~.

Claim 39 (original): The gaming device of Claim 33, wherein the relationship indicator includes a first indicator which indicates that said target number is higher than a picked number and a second indicator which indicates that said target number is lower than said picked number.

Claim 40 (currently amended): A gaming device comprising:

a primary game operable upon a wager by a player;
a display device;
a processor;
a secondary game triggered upon an occurrence of an event associated with said primary game;

a plurality of target sets displayed to a player in said secondary game which includes ~~including~~ a plurality of player selectable symbols, wherein at least one of said symbols in each target set is designated as a target symbol for that target set by said processor;

a symbol selector in communication with said processor;

a number of picks provided to the player in said secondary game by said processor, wherein the player picks symbols in the target sets in said secondary game until the player picks all of said target symbols or until there are no picks remaining;

at least one relationship indicator, in said secondary game, controlled by said processor which identifies a relationship in each target set between said target symbol in said target set and the symbols picked by said player in said secondary game in each target set using said symbol selector; and

a combined award based on the order of the target symbols selected by the player.

Claim 41 (original): The gaming device of Claim 38, which includes a predetermined award level, wherein if the combined award is less than the predetermined award level, the combined award is used as a non-credit value.

Claim 42 (original): The gaming device of Claim 41, wherein the non-credit value is selected from the group consisting of: a number of free spins, a multiplier, and a number of free games.

Claim 43 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with
said primary game;
a target set, in said secondary game, including a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;
a symbol selector in communication with said processor;
at least one relationship indicator in said secondary game, controlled by said processor which identifies a relationship between said target symbol and the symbols selected by said player in said secondary game using said symbol selector; and
an award based on the number of picks used by the player to select the target symbol in said secondary game, whereby the award is provided to the player after the player picks said target symbol.

Claim 44 (currently amended): The gaming device of Claim 43, which includes a plurality of target sets in said secondary game, having a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols in each target set is designated as a target symbol by said processor, and wherein the award is based on the number of picks used by the player to select the target symbols in the target sets.

Claim 45 (currently amended): A gaming device comprising:
a primary game operable upon a wager by a player;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with
said primary game;

a target set, including a plurality of player selectable symbols displayed in said
secondary game by said display device, wherein at least one of said symbols is
designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator in said secondary game, controlled by said
processor, which identifies a relationship between said target symbol and the symbols
selected by the player using said symbol selector; and

an award based on the number of picks remaining from a plurality of picks
provided to the player whereby the award is provided to the player after the player picks
said target symbol.

Claim 46 (currently amended): The gaming device of Claim 45, which includes a
plurality of target sets in said secondary game having a plurality of player selectable
symbols displayed by said display device, wherein at least one of said symbols in each
target set is designated as a target symbol by said processor, and wherein the award is
based on the number of picks remaining from a plurality of picks provided to the player
after the player picks all of the target symbols in the target sets.

Claim 47 (currently amended): A gaming device comprising:
a primary game operable upon a wager;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with
said primary game;

a plurality of target sets in said secondary game, each target set including a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator in said secondary game controlled by said processor which identifies a relationship between said target symbol and the symbols selected by said player using said symbol selector; and

an award provided to the player based on the target symbol, whereby said award is provided to said player after said player picks said target symbol in said secondary game.

Claim 48 (currently amended): The gaming device of Claim 47, wherein the award is based on the total number of target symbols selected by the player in said secondary game.

Claim 49 (currently amended): A gaming device comprising:
a primary game operable upon a wager by player;
a display device;
a processor;
a secondary game triggered upon an occurrence of an event associated with said primary game;
a number of picks in said secondary game;
a target set, in said secondary game, displayed to a player including a plurality of symbols, wherein at least one of said symbols is randomly designated as a target symbol by said processor;
a target symbol indicator, in said secondary game, which identifies the relationship of said target symbol to each symbol selected by a player; and
a symbol selector in communication with said processor, which enables the player to pick symbols until the player picks the target symbol or until there are no picks remaining.

Claim 50 (original): The gaming device of Claim 49, which includes an award provided to the player wherein the award is based on at least one of the group consisting of: the number of target symbols selected by the player, the number of target sets selected by the player, the number of picks used by the player to select the target symbols, and the number of picks remaining from a predetermined plurality of picks.

Claim 51 (currently amended): The gaming device of Claim 49, which includes at least one additional bonus game provided to a player when the player has picks remaining after the player picks the target symbol in the target set in said secondary game.

Claim 52 (currently amended): The gaming device of Claim 51, which includes an additional award provided to the player based on the number of remaining picks in said secondary game.

Claim 53 (original): The gaming device of Claim 51, wherein the remaining picks are provided to the player in the additional bonus game or games.

Claim 54 (currently amended): A gaming device comprising:
a primary game operable upon a wager;
a display device;
a processor which communicates with said display device;
a secondary game triggered upon an occurrence of an event associated with said primary game;
a plurality of target sets, in said secondary game, each target set including a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;
a target symbol combination in said secondary game including at least one target symbol from the target sets displayed by said display device;
a symbol selector in communication with said processor;
at least one relationship indicator in said secondary game controlled by said processor which identifies a relationship between said target symbol in the target set and the symbols selected by said player using said symbol selector; and
an award provided to the player when the player picks all of the target symbols in the target symbol combination.

Claim 55 (original): The gaming device of Claim 54, which includes a number of picks provided to the player.

Claim 56 (original): The gaming device of Claim 55, wherein the number of picks is predetermined.

Claim 57 (original): The gaming device of Claim 55, wherein the number of picks is randomly determined.

Claim 58 (original): The gaming device of Claim 55, which includes an additional award provided to the player where the player has picks remaining after the player picks all of the target symbols in the target symbol combination.

Claim 59 (original): The gaming device of Claim 58, wherein the additional award is a non-credit value.

Claim 60 (original): The gaming device of Claim 59, wherein the non-credit value is selected from the group consisting of: at least one free game, at least one free spin and at least one multiplier.

Claim 61 (currently amended): A method of operating a gaming device, the method comprising the steps of:

- (a) displaying a primary game operable upon a wager by a player;
- (b) displaying a secondary game upon an occurrence of a triggering event associated with the primary game;
- (c)(a) determining a target symbol in said secondary game in a target set having a plurality of symbols;
- (d) displaying said target set;
- (e)(b)— enabling a player to pick a symbol from said target set;
- (f)(c)— determining whether the picked symbol is the target symbol;
- (g)(d)— indicating the relationship of the picked symbol to said target symbol if the picked symbol is not the target symbol;
- (h)(e)— repeating steps (c) to (g) (a) to (d)—until a number of player picks of said symbols are used by the player; and
- (i)(f) providing an award, an advancement to another target set, or an advancement to another bonus game to the player if the player picks the target symbol.

Claim 62 (original): The gaming device of Claim 61, which includes the step of providing a predetermined number of picks to a player.

Claim 63 (original): The method of Claim 61, which includes the step of operating the gaming device through a data network.

Claim 64 (original): The method of Claim 63, wherein the data network is an internet.